

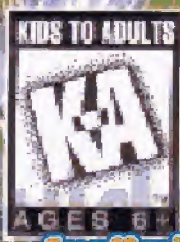
SEGA

GENESIS

BASS MASTERS *Classic*



INSTRUCTION MANUAL



LICENSED BY SEGA ENTERPRISES, LTD. FOR
PLAY ON THE SEGA GENESIS SYSTEM

EmuMovies

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

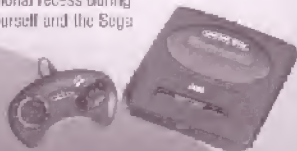
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an episodic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to owners of projection televisions:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

HANDLING YOUR CARTRIDGE

- The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Genesis.



This manual sets the minimum that this product meets the highest quality standards of SEGA™, Sega Games, and accessories with this goal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

*Dedicated to the
memory of Bryan Kerchal,
Winner of the
1994 BASS Masters Classic®*



AtariGuide



Bass Anglers Sportsman Society® MEMBERSHIP APPLICATION

Special Introductory Offer

Over half a million anglers enjoy the benefits of B.A.S.S. membership — FREE renewal gifts, free fishing information services, B.A.S.S. chapters, tournament participation, and much more — including the ultimate B.A.S.S.® benefit, a yearly subscription to BASSMASTER® Magazine. Packed with information on tackle, tips and techniques, every one of your 10 big issues of BASSMASTER has one purpose: to help you become a better bass angler.

And now, through this special introductory offer, B.A.S.S. Membership and all of its privileges can be yours for the low price of only \$14.00. That's a savings of \$6.00 off the regular \$20.00 annual fee.

So join now and start receiving your benefits immediately at this great low price.

Ray Scott

Ray Scott



Bass Anglers Sportsman Society®

YES! I want to be a better bass fisherman. Please enroll me as a new member of the Bass Anglers Sportsman Society. I understand my membership benefits, including BASSMASTER® Magazine, will start immediately. If I am not completely satisfied, I'll return my membership packet and you will promptly refund my dues for the unused portion of my membership.

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WELCOME ANGLERS!

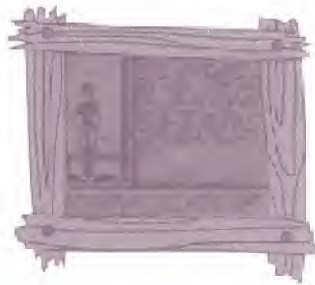


We come to the BASS Masters Classic®. My name is Hank. Think of me as your unofficial host. I'll tell you what you need to know. This tour consists of four three day tournaments at four lakes. First one is at Skull Lake. You'll see my bait shop there and get to know your way around the dock area, but first you'll need to take care of a few things.

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Bonnie B. Wild

Bonnie spends hours in front of her home aquarium, watching how bass feed. Some say she thinks like a fish. She's a tough gal, but that doesn't help her in fishing. Her secret is her ability to attract bass by using the right lure and knowing the best locations to find fish.



Dick "Dead-Eye" Dixon

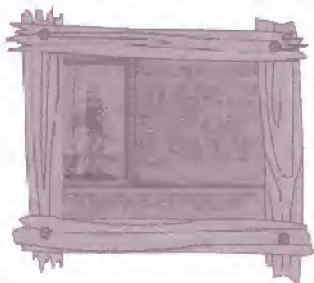
The most accurate caster on the pro tour and a trick caster at fishing shows, he can knock a frog off a log at 50 feet with his spinner-bait. "It doesn't matter what lure you throw, you can't catch a bass unless you put it where he lives!" he says. Dick's from Athens, Georgia.

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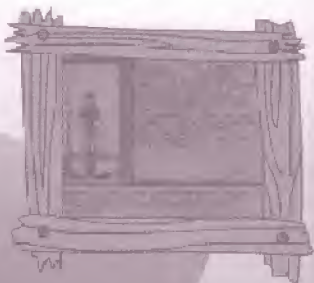
Sammy "Sonar" Simpson

Sammy's best attribute is his navigator skill. He always knows where he's going -- and where bass are. Keeping his eye fixed on his Eagle™ depthfinder for hours at a time, he doesn't cast until he spots the fish. Lowrance® Electronics once hired him to find the Loch Ness Monster, but all he could locate were fish.



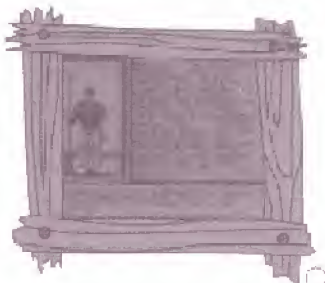
Maureen "The Surgeon" Sturgeon

Maureen grew up in Arkansas. She catches bass with surgical accuracy, avoiding the problem of catching fish that don't count. One of the first women to compete on the pro circuit, she's always a contender for the top prize money.



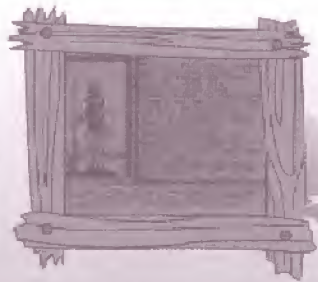
Charlie "The Cheetah" Carson

Speed, not endurance, is his secret. He likes to land a bass before it realizes that it's been hooked. He doesn't play around with a fish when it's on the line. "You have to overpower those bass...there'll be plenty of time to play with them after you get them into the boat," he says.



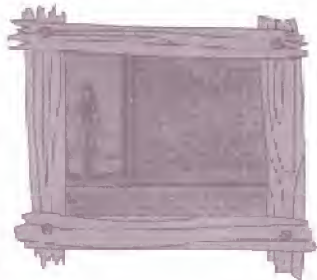
Javier Jackson

Known as "The Magician" on the BAGGMASTER® Tour, Javier uses his fishing rod like a magic wand to make his lures do tricks in the water. He can even make a topwater plug walk backwards. "Bass are instinctive creatures," he says. "Keep a lure in the strike zone and make it look alive, and the fish will instinctively strike...even if they don't want to!"

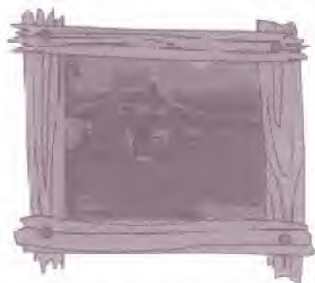


Dr. Iko Yokohama

Formerly from Minnesota, she honed her fishing skills through ice fishing. She likes tournament fishing because the weather is usually warmer — and she gets paid doing it. She attracts bass like a dead horse draws flies, and she doesn't scare the fish away either. Iko has a Ph.D. in archaeology and hopes to discover a new species of fish some day.



AROUND THE DOCK AREA



Now you're at the dock area.

There are six places you can go from here:

Into my Bait Shop.

To the Practice Pond.

To the Tour Info Sheet.

Go Fish (tournament starts at the dock).

To the Exit for a break.

Pause.

Press the D Pad RIGHT or LEFT to move around to each of these spots and press the START Button to get into one of them. I suggest you step into my shop. I can give you a lot more important advice there.

THE BAIT SHOP



Get everything you need plus some stuff you don't. I'll tell you what's what and how much it will cost you. Listen to me. I'll take good care of you.

To get around my shop, press the D Pad RIGHT or LEFT, then press the START Button when you want to look at some items.

To buy items, press the B Button. To get more of my advice on them, press the C Button. Always press the START Button to back out of looking at an item.

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Propeller Bait — A Sawbuck (\$5.00)

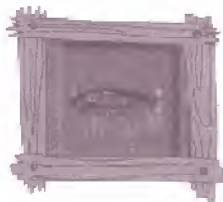
Effective Range
0-15 ft.

Tip:

Features two spinning blades. It's good in shallow water. Pros: baits create quite a ruckus, drawing bass from murky depths.

How To:

A propeller bait is presented correctly by simultaneously pressing the A and B Buttons. The propeller bait will then spin its propellers rapidly.



Grub — A Five Spot (\$5.00)

Effective Range
20-25 ft.

Tip:

A deep-water lure, grubs can prove invaluable when going for those deep lurking lunkers.

How To:

A grub bait is presented correctly by simultaneously pressing the B Button and pressing the D Pad UP/LEFT or UP/RIGHT. The grub will then pulse vigorously.



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Popper — A Fiverino (\$5.00)

Effective Range
0-20 ft.

Tip:

Aggravate the bass
with th s noisy

topwater lure. A good way to fire up lethargic
suckers loafing around the lake bottom

How To:

A popper is presented correctly by s multa-
neously pressing the B Button and the D Pad
in the UP direction. The popper will then bob
up and down and make a popping noise.

Crankbait — A Fiverino (\$5.00)

Effective Range
15-25 ft.

Tip:

This popular lure will dive
when cranked and then
float at rest. Some big
bass have been
engaged with crankbaits.



How To:

A crankbait is presented correctly by
simultaneously pressing the B Button and
pressing the D Pad DOWN/LEFT or
DOWN/RIGHT. The crankbait will then wiggle
in a side-to-side manner.

**Worms 4-5 inches —
A Sawbuck (\$5.00)**

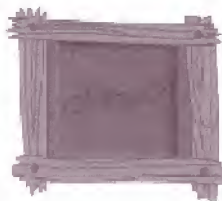
Effective Range
15-25 ft.

Tip:

Worms are a tried and
true method of taking
bass from deep water. The results of a little
worm can be deadly...for lunkers! An all-
around bait.

How To:

A worm bait is presented correctly by
simultaneously pressing the B Button and
pressing the D Pad DOWN. The worm will then
squirm with a life-like motion.



Reels

Don't get caught fishing for adult bass with a kiddie reel. Buy something worth attaching to your rod and get yourself a unker!

How To:

To reel in your line, press the A Button. The faster you press it, the faster you'll reel in. Press and hold the B Button, then press the proper D Pad direction(s) to animate the lure. The B Button will also reel in the lure if the above is not done correctly. Be careful, if a fish is hooked, the line will cut and you'll lose your lure. If you press the A Button and C Button simultaneously, it will automatically bring the lure back to the boat. If you have a fish on the line, when you press the A and C Buttons, the line will snap.

Push Button Spincast Reel — \$25.00 Cold Hard Cast

Rear Drag Spinning Reel — \$65.00 Big Ones

Boltcastina Reel — \$100.00 Ben Franklin



Fishfinders

Your fishing stuff won't do you much good unless you can find the fish, now will it?

How To:

Fishfinders make a sonar "blip" when the boat is directly over fish. You should note that location on the overhead map and then move your boat a little ways from the location, then cast into the noted area.

Eagle™ Supra Pro I.D. — \$95.00 Greenbacks

Lowrance® X-70A LCD — \$480.00 Buckeroos



Engines

A faster engine lets you make better time across the lake. Remember, every minute your competitors are gaining on you. How far can you get around the lake without a kicker of an engine?



How To:

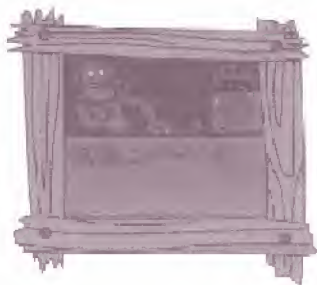
The A Button moves the boat forward, the B Button moves the boat backward. Steer the boat with the D Pad directions LEFT and RIGHT. You'll get the hang of it!

You'll start out with an Evinrude® 50 HP engine, but you can upgrade to:

Johnson® 70 hp — \$8,800.00 Simoleons

○ Evinrude® Intruder 150 — \$11,200.00
Smackem!™

Johnson® Venom 225 — \$13,300.00 Major
Blake



Talk

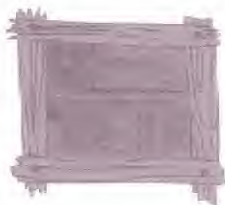
Every now and then I feel like talking some more. I'll be glad to give you a tip or two.

Exit

Exit my Bait Shop by pressing the START Button at the Exit sign inside. Now you're back at the dock area. What you do next is up to you. Have fun and good luck. Come back if you need anything else.

Tour Info

Over here you can see important things like: what temperature it is; your limit for the day; how many competitors you have; everybody's current standings; where your boat is on the over-head lake map, and (in case you stayed up a bit too late last night) the name of the lake you're on and what day of the Tournament it is.



Go Fish

This is it. Good luck!

Exit

At the Exit Sign, press the START Button to bring up a menu that will allow you to select New Game or Weigh In. If you want to start a whole new tourney, press the A Button and a new game will begin. Press the D Button to go to the Weigh In menu.



GETTING STARTED

Make sure the power to your Sega Genesis is turned OFF. Insert the BASS MASTERS CLASS C® game, then turn the power ON.

After you've advanced through the logo screens, press the START Button to go to the New Game screen (press the D Pad UP/DOWN to highlight it). Press the START Button again to begin the game.

If you have a password from when you played the game before, choose Load Game (press the D Pad UP/DOWN to highlight it) then press the START Button. You'll go into a Password screen and you can input the password.

3

THE ANGLERS

It'll help if we both know who you are. Choose a player identity by scrolling through the nine anglers and their bios by pressing the D Pad RIGHT or LEFT. When you find yourself, press the START Button.

Here is what I think of them:

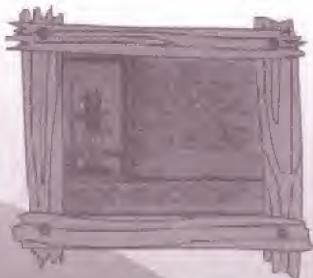
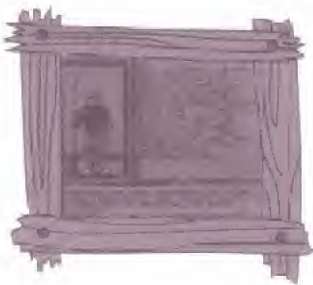
Bill E. Foxey

Bass can fight all they want to, but Bill sticks to them like glue. A pro angler with the heart of a lion, endurance is his best

asset. "When the bass runs with the bait, let him take line," he advises. "I'll just tire himself out, and then he's yours!" Good advice from a top-ranked pro.

"Doc" Holiday

He's got the hands of a surgeon and needle-sharp hooks. He earned his nickname because he rarely loses a fish once he hooks it - and like any successful doctor, he has plenty of patients. "You must always use a good hook and the right lure," he says. The favorite lure is the *Bass Pro's Loop*.



CONTROLS



You'd better memorize these controls if you want to catch the big one!

START Button

Start game.
Pause game.

A Button

Drive boat forward.
Reel in line.

B Button

Drive boat backward.
Cast lure. (Before casting lure, press the C Button to activate the "X").

B Button

Wiggle lure.

C Button

Activates "X" which allows you to cast your lure.

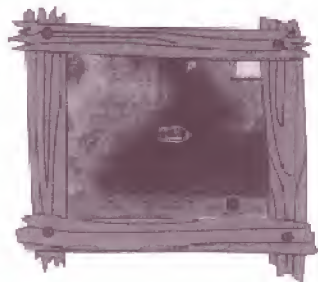
D Pad LEFT/RIGHT

Steer boat in that direction.

D Pad LEFT/RIGHT/ UP/DOWN

Moves lure in that direction.

PRACTICE POND



In the Practice Pond, practice your technique so when you go to the Tournament you'll be ready. There's no clock, so don't worry about the time you spend practicing, just catch those bass!

TOURNAMENT RULES

Now that you're ready for some real fishing, familiarize yourself with the rules so you know what to do.

Basic Tournament rules are:

1. Tournament time runs from 7:00 am to 3:00 pm.
2. Each Tournament consists of three days at each lake.
3. Livewell

Can hold up to five bass at any one time. If you catch a bass that is larger than your fifth bass, that fifth bass will be culled (thrown back). Fish that are not bass will not go into the Livewell or be counted toward your total weight. All of these fish will be released back into the water.

4. Rankings

Your rank is determined by the total weight of the largest bass you catch and successfully bring to the weigh-in area at the end of each day. Each day's total is added to the previous day for your overall ranking. You must place high enough at the end of each Tournament to advance. Qualifications are shown at the beginning of each Tournament.

5. Size Limits

Each bass must be 15 inches in length to be legal. If the bass is not 15 inches long, it will automatically be released.

6. Late Penalties

If you arrive at the weigh-in after 3:00 pm, two ounces for each minute you are late will be subtracted from your total. If you arrive at the weigh-in after 3:20 pm, you will be disqualified for that day.

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